Key technologies powering the metaverse
赋能元宇宙关键科技

Dr. Christina Yan Zhang
张嶷博士
CEO and Founder
总裁兼创始人
The Metaverse Institute
元宇宙研究院

7 July 2023
2023年7月7日

2nd ITU Forum on "Creating a metaverse for all through international standards"
国际电信联盟第二届"通过国际标准建立一个普惠元宇宙"峰会

The UN specialized agency for ICTs

ECONOMIST IMPACT

"The Metaverse has increasingly become a convergence of a whole range of technologies coming together to form the next generation of the internet, which is more interactive, intuitive and immersive."

Dr. Christina Yan Zhang
Chief executive, **The Metaverse Institute**

Enterprise Metaverse Summit

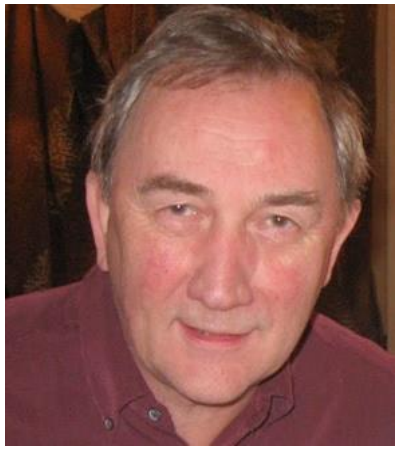
June 28th-29th 2023 | London and virtual

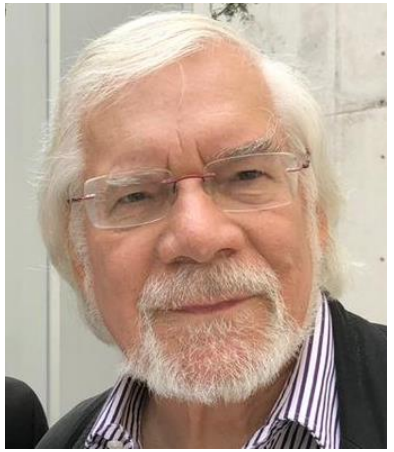
My Academic and Professional Work on The Metaverse since 2006

Loughborough University

1ST IN THE UK FOR COMMUNICATION AND MEDIA

THE TIMES/ SUNDAY TIMES GOOD UNIVERSITY GUIDE 2021





The Use of Second Life as a Tool for Higher Education Internationalisation

by

Yan Zhang

A research dissertation submitted in partial fulfilment of the requirements of the award of the degree of Master of Arts Of Loughborough University

September 2007

Supervisor: Prof. Graham Murdock
School of Social Sciences

The Use of Massively Multiplayer Online Games to Augment Early-Stage Design Process in Construction

by

Christina Yan Zhang

A Doctoral Thesis submitted in partial fulfilment of the requirements for the award of Doctor of Philosophy of Loughborough University

April 2012

Prof. Michael Pickering

Emeritus Professor of Media and Cultural Analysis

- The UK's Arts and Humanity Research Council Peer Review College(2002-2012)
- Reviews Editor for the European Journal of Communication
- Editorial board of Memory Studies and the Folk Music Journal
- Founding member of the Communications and Media Studies course

Prof. Graham Murdock

Professor Emeritus of Culture &Economy

- World renowned founding expert in critical political economy of culture and communications
- Vice President of the International Association of Media and Communciation Research (IAMCR) (2016-2020)
- Member of the European Science Foundation's Expert Panel of Research Proposal Evaluators
- Founding member of the Communications and Media Studies course

Prof. Peter Golding

Emeritus Professor of Sociology

- World renowned founding expert in critical political economy of culture and communications
- Pro-Vice-Chancellor (Research & Innovation) at Northumbria University (2009-2014)
- Pro-Vice-Chancellor (Research) at Loughborough University (2006-2009)
- Chair of the communications, media and cultural studies sub-panel for 2008, 2014 REF(Research Exercise Framework).
- Chair of the Higher Education Funding Council for England Media Studies Advisory Committee.

Dame Shirley Pearce DBE

Emeritus Professor of Health Psychology

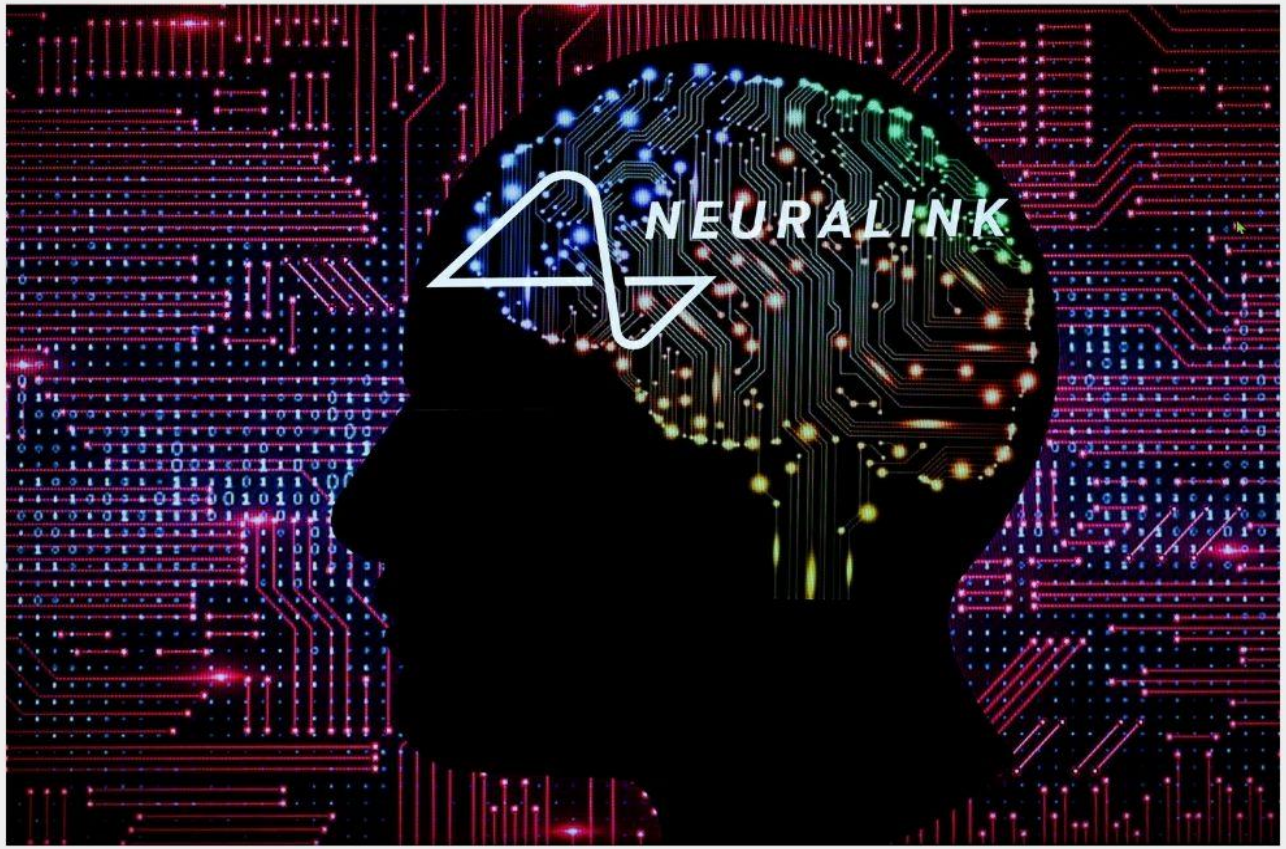
- Vice-Chancellor of Loughborough University 2006-2012
- The inaugural Chair of the College of Policing (the first professional body for policing) 2013-2016
- Chair of Governors of the London School of Economics and Political Science 2016-2020
- Board member at the Higher Education Funding Council for England (HEFCE) 2009 -2015
- Previous Board member of University of Cambridge, the Healthcare Commission and Health Education England


THE WAY FORWARD

Brain Computer Interface

Brain Computer Implant Being approved for Human Trial-5 June 2023

Elon Musk's Neuralink Says It Has Received FDA Approval To Begin Human Trials



BUSINESS

Photo: Jonathan Raa/NurPhoto via Getty Images

Forbes

Neuralink: Elon Musk's brain chip firm wins US approval for human study

5 days ago

By James FitzGerald

BBC News

Elon Musk's brain-chip firm says it has received approval from the US Food and Drugs Administration (FDA) to conduct its first tests on humans.

The Neuralink implant company wants to help restore vision and mobility to people by linking brains to computers.

Synchron- a BCI Startup backed by Bezos and Gates put one BCI in a patient(July 2022)
BlackRock Neurotech implants 50 people with brain chips since 2014,including one use BCI to control a robotic arm

CNBC MARKETS BUSINESS INVESTING TECH POLITICS CNBC TV INVESTING CLUB PRO

Brain implant startup backed by Bezos and Gates is testing mind-controlled computing on humans

PUBLISHED SAT, FEB 18 2023•9:00 AM EST

Ashley Capoot
@ASHLEYCAPOOT

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KEY POINTS

- Synchron is part of an emerging crop of companies testing technology in the brain-computer interface industry.
- The system is implanted through the blood vessels and allows patients to operate technology using only their minds.
- "It helps them engage in ways that we take for granted," Synchron CEO Tom Oxley said.

Philip O'Keefe, one of Synchron's patients in the SWITCH clinical trial, using his BCI.
Source: Synchron

In a Brooklyn lab stuffed with 3D printers and a makeshift pickleball court, employees at a brain interface startup called Synchron are working on technology designed to transform daily life for people with paralysis.

The Synchron Switch is implanted through the blood vessels to allow people with no or very limited physical mobility to operate technology such as cursors and smart home devices using their mind. So far, the nascent technology has been used on three patients in the U.S. and four in Australia.

"I've seen moments between patient and partner, or patient and spouse, where it's incredibly joyful and empowering to have regained an ability to be a little

TV
Mad Money
UP NEXT | Last Call 07:00 pm ET

The Nokia PS
New fronti

Brain-computer startup beats Elon Musk's Neuralink to the punch: NYC patient, 48, with ALS and severe paralysis, has 1.5-inch chip implanted that could allow them to telepathically control digital devices

- A 48-year-old patient in New York City who is unable to move and speak due to severe paralysis from ALS became the first to receive a permanent brain implant
- The device is part of Synchron's US trial of the brain-computer interface technology, beats Elon Musk's Neuralink to the punch
- 'The first-in-human implant of an endovascular BCI in the U.S. is a major clinical milestone that opens up new possibilities for patients with paralysis'
- The procedure took place July 6 at Mount Sinai West medical center in Manhattan, where a 1.5-inch long implant was put into the patient's brain

By CHRISTOPHER CARBONE FOR DAILYMAIL.COM
UPDATED: 18:11, 19 July 2022

Company implants 50 people with brain chips to cure blindness, deafness and depression

Tom Wood

Published 19:52, 02 May 2023 BST
| Last updated 19:52, 02 May 2023 BST

Featured Image Credit: University of Pittsburgh/Blackrock Neurotech

A US firm has implanted 50 chips into people's brains, with scientists at the company hopeful that they will one day be able to massively improve the lives of people with paralysis, depression and physical paralysis.

The device is called the NeuroPort Array and it's been made by a company called Blackrock Neurotech, based in Salt Lake City, Utah. The eventual aim of the device is for those implanted with the chip to be able to control robotic arms and electric wheelchairs with their mind, amongst other things.

If this all sounds too futuristic, you're perhaps not too far away from the truth, and it'll probably be a while before they actually get these things outside of the lab.

Nathan Copeland, who was involved in a serious car crash back in 2004, is a pioneer of the technology, having received his implant in 2014.

MIT Technology Review

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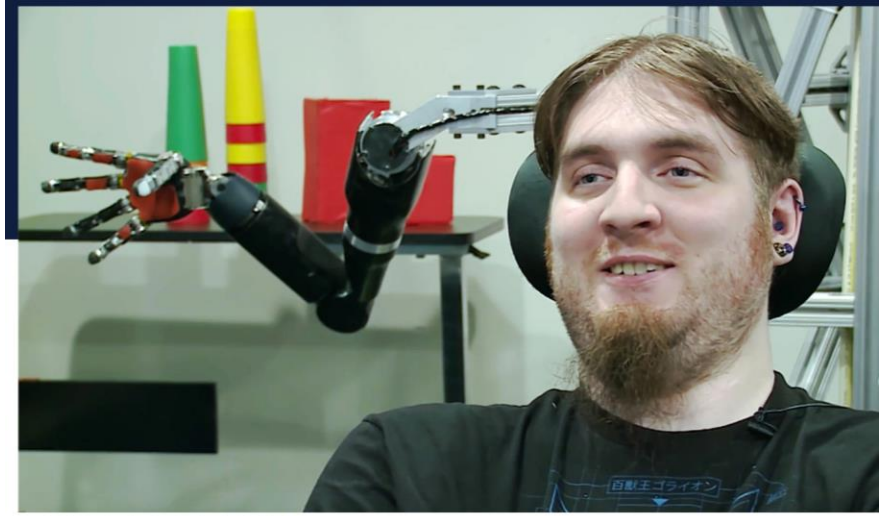
HUMANS AND TECHNOLOGY

Man with brain implant on Musk's Neuralink "I would play video games"

Nathan Copeland, a pioneering research subject, talks about his brain-computer interface and why he's excited for Elon Musk's.

By Antonio Regalado July 19, 2019



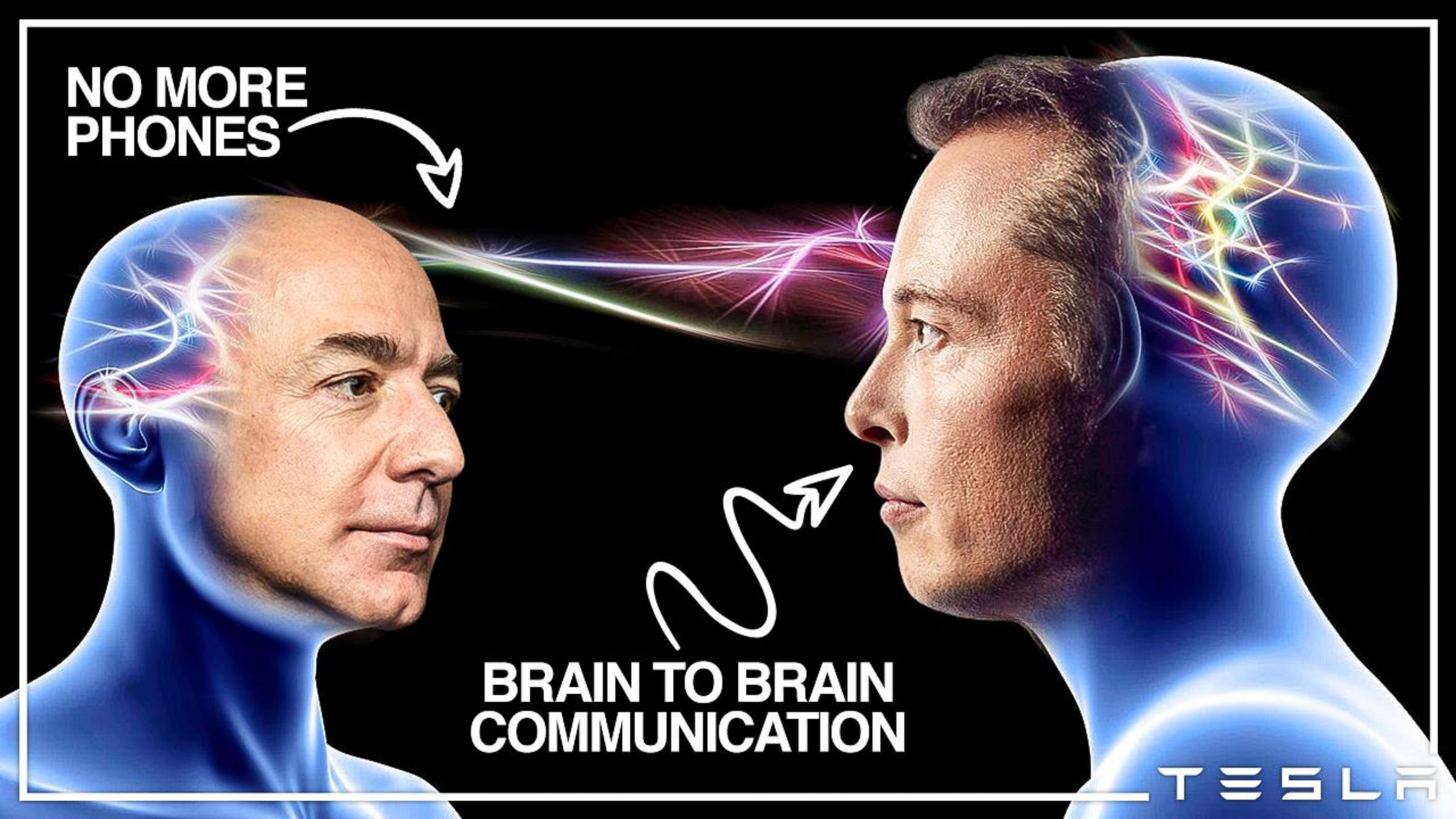
Portrait of Nathan Copeland, one of the first people to have a brain computer interface, with a robot arm be

UNIVERSITY OF PITTSBURGH MEDICAL

- On Musk's plans: "When I heard he was working with a neural interface, I said I would be there in a heartbeat."
- On the dangers: "If you are comparison shopping for brain implants, I think the Utah array is less risky."
- On voluntary implants: "Honestly, I would have wanted one before my injury."

Godfather of AI Dr Geoffrey Hinton resigned from Google due to concern on AI ethics

“If you or I learn something and want to transfer that knowledge to someone else, we can’t just send them a copy. But I can have 10,000 neural networks, each having their own experiences, and any of them can share what they learn instantly. That’s a huge difference. It’s as if there were 10,000 of us, and as soon as one person learns something, all of us know it.”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BRAIN TO BRAIN COMMUNICATION
TESLA

Quantum Technologies

QUANTUM COMPUTING

Quantum Computing will unleash the true potential of the metaverse

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Luke Lango's *Hypergrowth Investing* Meet Luke Lango

Quantum Computing Will Be Bigger Than the Discovery of Fire!

Quantum computing is the most underrated, most transformational technological breakthrough since the internet

1d ago · By Luke Lango, InvestorPlace Senior Investment Analyst

- Haim Israel, head of global thematic investing research at Bank of America, believes quantum computing is "a revolution for humanity bigger than fire, bigger than the wheel."
- Scientists at leading tech companies have started to figure out how to harness the power of quantum mechanics to make a new generation of super quantum computers — infinitely faster and more powerful than even today's fastest supercomputers.
- Google has built a quantum computer that's about 158 million times faster than the world's fastest supercomputer.
- Quantum computing could allow us to create a million-mile EV rather soon. And through material simulation and battery optimization modeling, it'd also dramatically reduce the costs of EV manufacturing.

SPECIAL PRESENTATION: The $5 Stock That Could Make Apple the Next EV Giant

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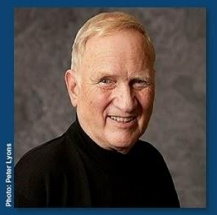
THE NOBEL PRIZE IN PHYSICS 2022

KUNGL. VETENSKAPS-AKADEMIEN
THE ROYAL SWEDISH ACADEMY OF SCIENCES

Alain Aspect
Université Paris-Saclay &
École Polytechnique, France



John F. Clauser
J.F. Clauser & Assoc.,
USA

Anton Zeilinger
University of Vienna,
Austria

"för experiment med sammanflätade fotoner som påvisat brott mot Bell-olikheter och banat väg för kvantinformationsvetenskap"

"for experiments with entangled photons, establishing the violation of Bell inequalities and pioneering quantum information science"

#nobelprize

THE NOBEL PRIZE

#QuantumComputing #Davos2022

Davos 2022: Quantum Computing is Closer Than You Think.

July 2022: Industrial Giant Bosch(€88.2bn annual revenue) champions the world's first Quantum Digital Twin for 240 plants, connecting 120,000 machines, over 250,000 devices-25% productivity increase the year before

newelectronics TOPICS SECTORS NEWS FEATURES COMMENT

Multiverse Computing and Bosch unveil quantum Digital Twin Initiative

News | 1 min read

Neil Tyler

02 Aug 2022

Multiverse Computing, a specialist in quantum computing solutions, has announced that it is working with Bosch on a collaborative research project.

Operating out of the Bosch Automotive Electronics plant in Madrid the collaboration looks to leverage quantum computing in developing a virtual replica or "digital twin" of a factory.

The Multiverse software solution will leverage data to assess the performance of individual equipment as well as broader production processes to enhance quality control and improve overall efficiencies, including energy and waste management.

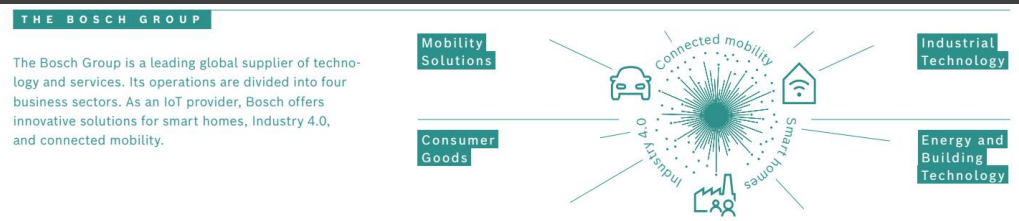
According to Carlos Conde, Technical Vice President of the Bosch factory in Madrid, "The collaboration with Multiverse is focused on improving the productivity and competitiveness of our factory by researching the use of quantum and quantum-inspired machine learning tools, aligned with our global Smart Factory strategy. We have a great expectation about the results of the algorithms development using our Big Data and about to spread this knowledge within Bosch organisation."

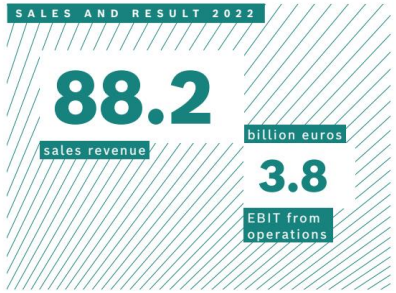
The companies said that they expect to have results of the current phase (development and implementation of customized quantum and quantum-inspired algorithms) in the Madrid facility later this year with a potential integration in a production environment across Bosch manufacturing facilities to follow.

"We are excited to team with Bosch to take their connected factory strategy to the quantum level," said Enrique Lizaso Olmos, CEO of Multiverse Computing. "This is one of the first applications of quantum computing with a digital twin. We believe it will provide a whole new level of insight and advantage to Bosch's manufacturing operations."

"This latest Multiverse partnership once again demonstrates the ability for quantum computing to offer real value to companies now, as well as shows the increasing versatility of our solutions," Lizaso said.

To date Industry 4.0 efforts across Bosch's 240 plants have resulted in 120,000 connected machines and more than 250,000 devices. Bosch connected solutions have been able to increase productivity up to 25 percent. In 2021 alone, the company recorded sales of more than 800 million euros with connected solutions for manufacturing and logistics.

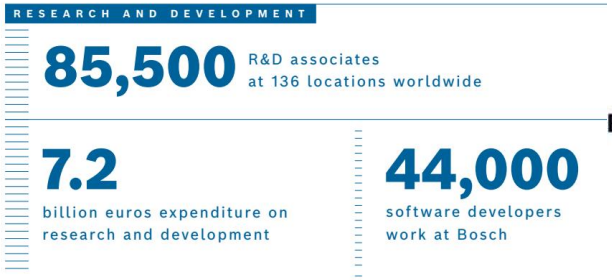




The Bosch Group comprises Robert Bosch GmbH and its 468 subsidiary and regional companies in 60 countries.

More than 150 nationalities work at Bosch, contributing each day to the success of the company.

Every second smartphone contains at least one Bosch microelectromechanical sensor.



ues Jobs VentureBeat
Security Data Infrastructure Automation Enterprise A

Bosch's new partnership aims to explore quantum digital twins

13 May: 1PM (GMT)

Quantum Computing for Digital Twins

Dr. Yong Chen
Professor of Physics and Astronomy, Purdue University

Dr. Ahmed El Adl
Coined Cognitive Digital (Twins, Threads & Swarms)

Brian Lenahan
Founder, Quantum Strategy Institut

Esperanza Cuenca Gómez
Head of Strategy & Outreach, Multiverse Computing

Michael Grieves
Chief Scientist, Digital Twin Institute

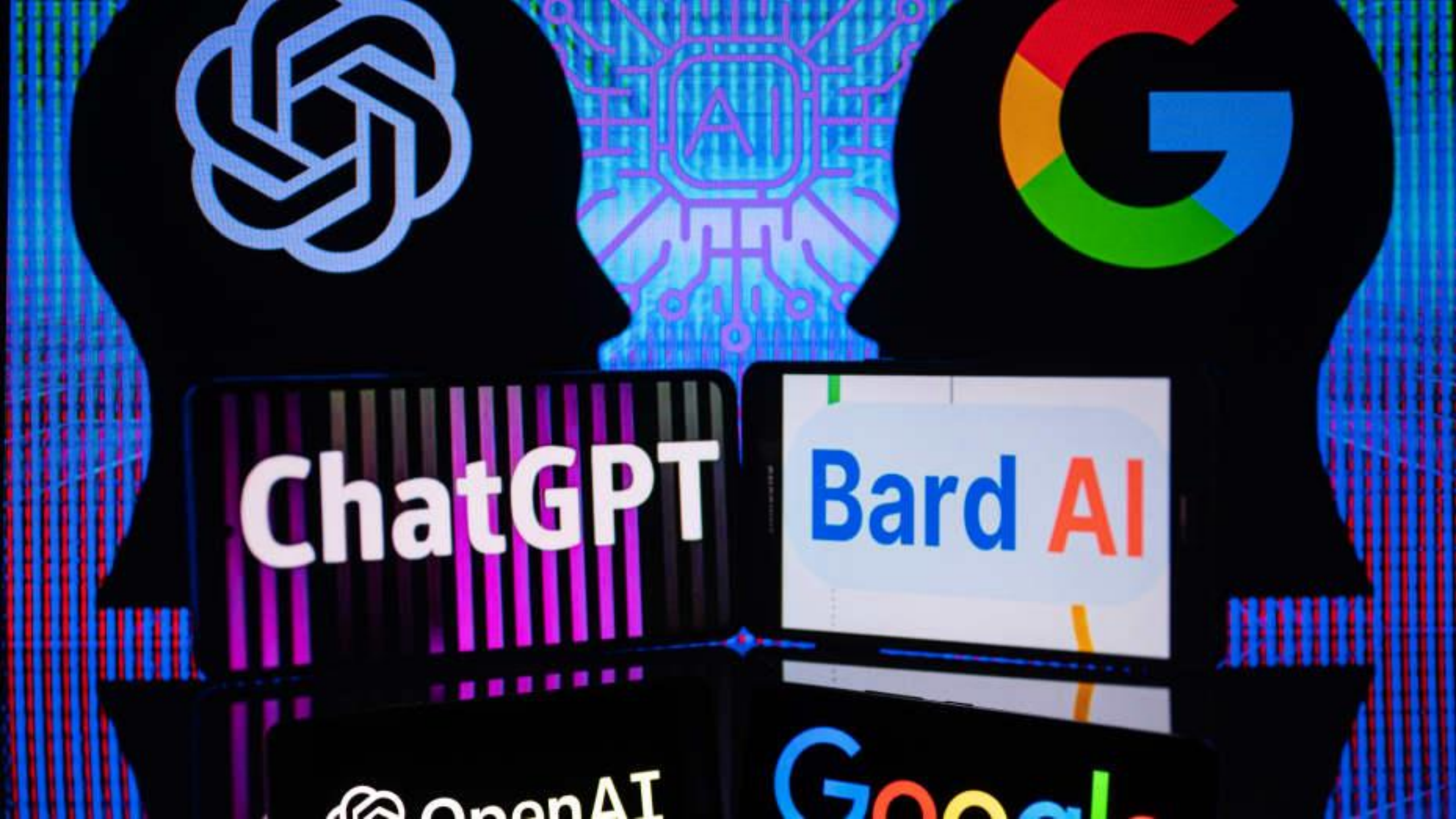
Dr. Christina Yan Zhang
(Chair)
CEO, The Metaverse Institute

Host: @vedangvatsa

THE METAVERSE INSTITUTE

hashtagweb3.org

Generative AI


ChatGPT
Bard AI
OpenAI
Google

The Development of Generative AI Application

	PRE-2020	2020	2022	2023?	2025?	2030?
TEXT	Spam detection Translation Basic Q&A	Basic copy writing First drafts	Longer form Second drafts	Vertical fine tuning gets good (scientific papers, etc)	Final drafts better than the human average	Final drafts better than professional writers
CODE	1-line auto-complete	Multi-line generation	Longer form Better accuracy	More languages More verticals	Text to product (draft)	Text to product (final), better than full-time developers
IMAGES			Art Logos Photography	Mock-ups (product design, architecture, etc.)	Final drafts (product design, architecture, etc.)	Final drafts better than professional artists, designers, photographers)
VIDEO / 3D / GAMING			First attempts at 3D/video models	Basic / first draft videos and 3D files	Second drafts	AI Roblox Video games and movies are personalized dreams

Large model availability: First attempts · Almost there · Ready for prime time

Generative AI For Metaverse- Text to 3D

VentureBeat

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Synthesis AI debuts high-resolution text-to-3D capabilities with synthesis labs

Victor Dey

April 18, 2023 6:00 AM

Join top executives in San Francisco on July 11-12, to hear how leaders are integrating and optimizing AI investments for success. Learn More

Synthesis AI, a San Francisco-based startup specializing in synthetic data technologies, announced today that it has developed a new way to create realistic 3D digital humans from text prompts.

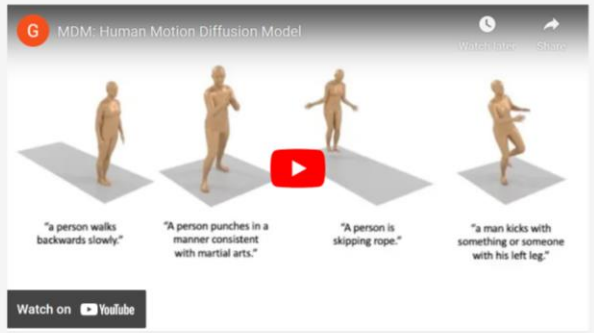
The company said its new text-to-3D technology, which is showcased in its online platform synthesis labs, uses generative artificial intelligence (AI) and visual effects pipelines to produce high-resolution, cinematic-quality digital humans that can be used for various applications such as gaming, virtual reality, film and simulation.

MDM: Human Motion Diffusion Model

ICLR2023 (Top-25%)

Guy Tevet, Sigal Raab, Brian Gordon, Yonatan Shafir, Daniel Cohen-Or, Amit H. Bermano
Tel Aviv University, Israel

arXiv | Code | Demo



Abstract

Natural and expressive human motion generation is the holy grail of computer animation. It is a challenging task, due to the diversity of possible motion, human perceptual sensitivity to it, and the difficulty of accurately describing it. Therefore, current generative solutions are either low-quality or limited in expressiveness. Diffusion models, which have already shown remarkable generative capabilities in other domains, are promising candidates for human motion due to their many-to-many nature, but they tend to be resource hungry and hard to control. In this paper, we introduce Motion Diffusion Model (MDM), a carefully adapted classifier-free diffusion-based generative model for the human motion domain. MDM is transformer-based, combining insights from motion generation literature. A notable design-choice is the prediction of the sample, rather than the noise, in each diffusion step. This facilitates the use of established geometric losses on the locations and velocities of the motion, such as the foot contact loss. As we demonstrate, MDM is a generic approach, enabling different modes of conditioning, and different generation tasks. We show that our model is trained with lightweight resources and yet achieves state-of-the-art results on leading benchmarks for text-to-motion and action-to-motion.

NVIDIA

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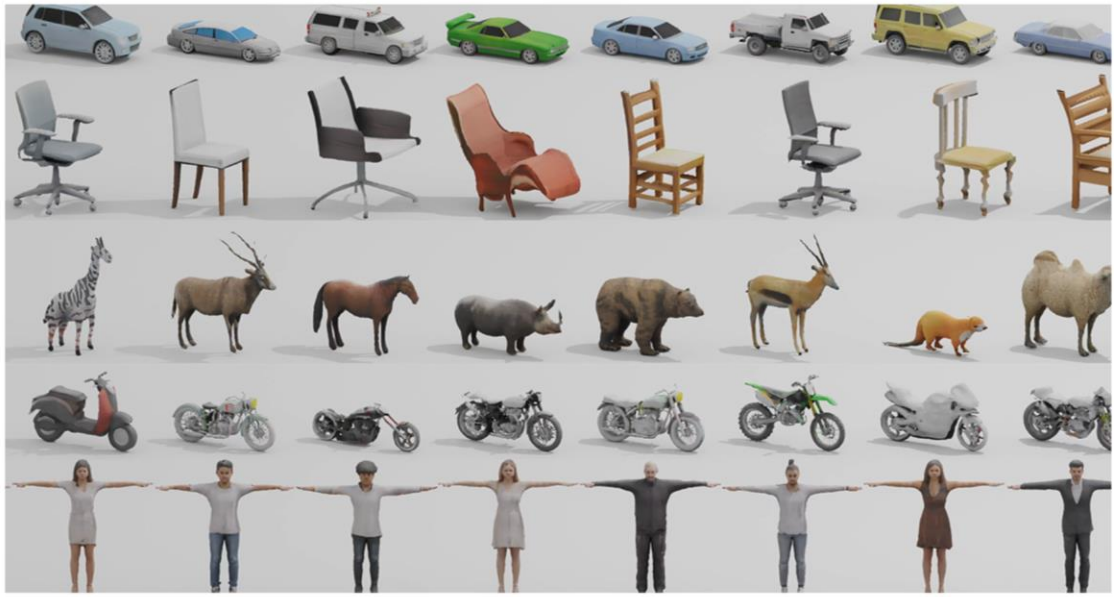
World-Class: NVIDIA Research Builds AI Model to Populate Virtual Worlds With 3D Objects, Characters

September 23, 2022 by ISHA SALIAN



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Reading Time: 3 mins

The massive virtual worlds created by growing numbers of companies and creators could be more easily populated with a diverse array of 3D buildings, vehicles, characters and more — thanks to a new AI model from NVIDIA Research.

Trained using only 2D images, NVIDIA GET3D generates 3D shapes with high-fidelity textures and complex geometric details. These 3D objects are created in the same format used by popular graphics software applications, allowing users to immediately import their shapes into 3D renderers and game engines for further editing.

The generated objects could be used in 3D representations of buildings, outdoor spaces or entire cities, designed for industries including gaming, robotics, architecture and social media.

GET3D can generate a virtually unlimited number of 3D shapes based on the data it's trained on. Like an artist who turns a lump of clay into a detailed sculpture, the model transforms numbers into complex 3D shapes.

The Omniverse Avatar Cloud Engine-“ACE for Games combines the understanding of natural language, text-to-speech conversion, and facial animation, allowing NPCs(None Player Characters) to listen and respond to players in real time.

2D Videos into Immersive 3D Environments

Digital Renaissance: NVIDIA Neuralangelo Research Reconstructs 3D Scenes

June 1, 2023 by ISHA SALIAN

Reading Time: 3 mins

Neuralangelo, a new AI model by NVIDIA Research for 3D reconstruction using neural networks, turns 2D video clips into detailed 3D structures — generating lifelike virtual replicas of buildings, sculptures and other real-world objects.

Like Michelangelo sculpting stunning, life-like visions from blocks of marble, Neuralangelo generates 3D structures with intricate details and textures. Creative professionals can then import these 3D objects into design applications, editing them further for use in art, video game development, robotics and industrial digital twins.

Neuralangelo's ability to translate the textures of complex materials — including roof shingles, panes of glass and smooth marble — from 2D videos to 3D assets significantly surpasses prior methods. The high fidelity makes its 3D reconstructions easier for developers and creative professionals to rapidly create usable virtual objects for their projects using footage captured by smartphones.

"The 3D reconstruction capabilities Neuralangelo offers will be a huge benefit to creators, helping them recreate the real world in the digital world," said Ming-Yu Liu, senior director of research and co-author on the paper. "This tool will eventually enable developers to import detailed objects — whether small statues or massive buildings — into virtual environments for video games or industrial digital twins."

In a demo, NVIDIA researchers showcased how the model could recreate objects as iconic as Michelangelo's David and as commonplace as a flatbed truck. Neuralangelo can also reconstruct building interiors and exteriors — demonstrated with a detailed 3D model of the park at NVIDIA's Bay Area campus.

ALL NVIDIA NEWS

A New Age: 'Age of Empires' Series Joins GeForce NOW, Part of 20 Games Coming in June

NVIDIA and VMware Make Enterprise-Grade XR Streaming Simple

Meet Neuralangelo: Nvidia's AI Revolutionizing 2D to 3D Video Conversion

By **Shobha Kakkar** - June 1, 2023

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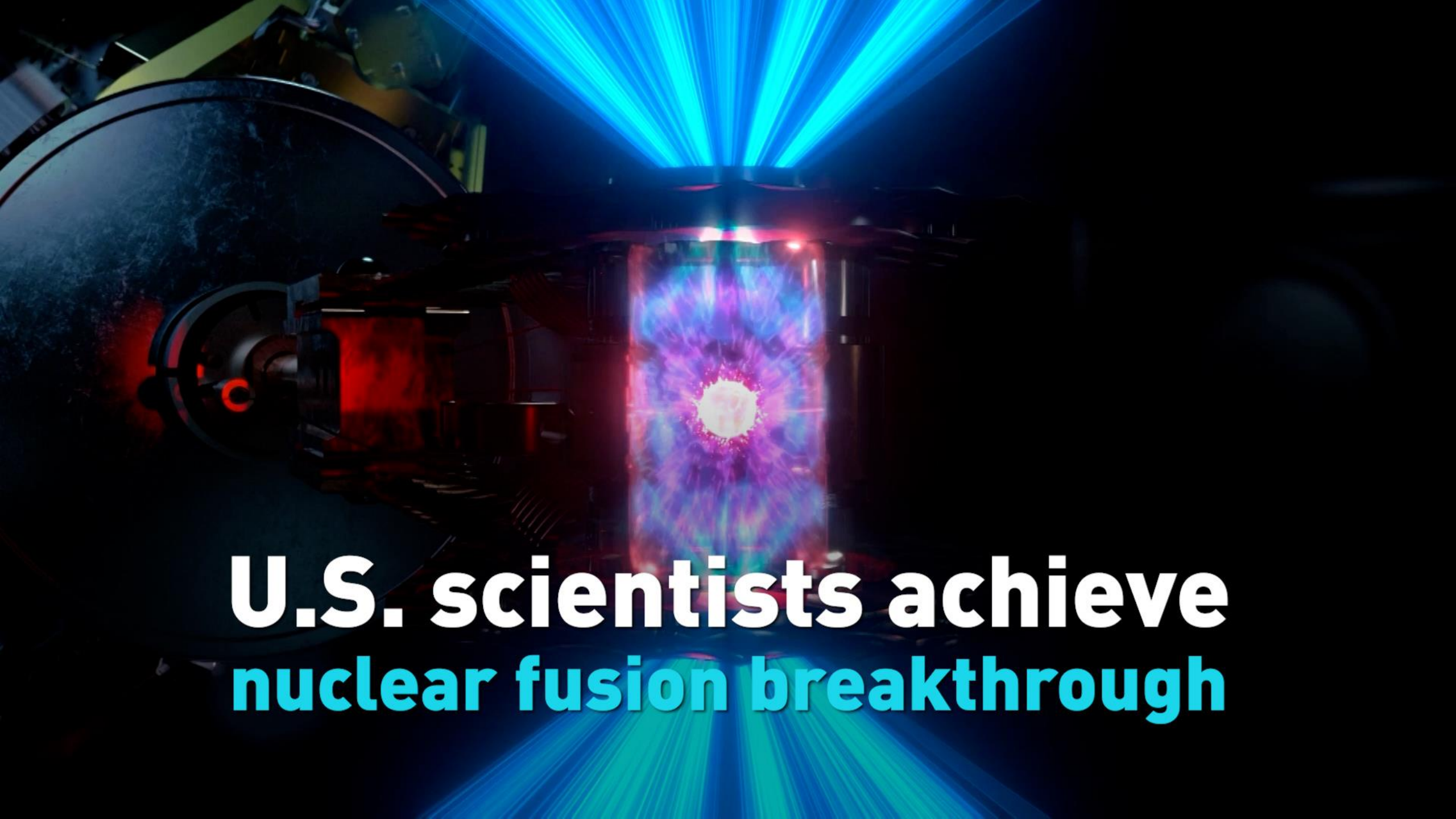
Nvidia, the multinational technology corporation known for its advancements in artificial intelligence (AI), has recently unveiled Neuralangelo, a groundbreaking AI system that can convert 2D video into immersive 3D scenes. This pioneering technology was introduced in an Nvidia blog post dated June 1, 2023.

Translating Two Dimensions into Three

Neuralangelo uses a novel AI algorithm to transform traditional 2D videos into immersive, detailed 3D environments. The process involves extrapolating depth and perspective from the spatial and temporal clues embedded in the 2D footage, rendering realistic 3D models from these clues.

Sustainability Tech


U.S. scientists achieve
nuclear fusion breakthrough

EU test putting data centre in space to reduce the exponential impact of digital technologies on energy consumption and climate warming
VC backed startup Lonestar plans to launch the world's 1st data centre on the moon in 2023

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HORIZON EUROPE

Advanced Space Cloud for European Net zero emissions and Data sovereignty

Fact Sheet

Project description

DE EN ES FR IT PL

Data centres... in space

Cameras and sensors from space are keeping close watch of events on the ground and transmitting this data to Earth. But sending data to the ground takes time. One solution is to launch data centres into orbit. This would reduce the exponential impact of digital technology on energy consumption and climate warming. The installation of large modular space infrastructures with robotic assembly, megawatt level space-based solar power, high throughput optical communications, low cost and reusable launchers is within reach. The EU-funded ASCEND project will introduce a pioneering new on orbit services system concept. This would make Europe a world leader in robotised and sustainable modular infrastructures as well as reusable launchers.

Hide the project objective

Objective

This proposal introduces a pioneering new on-orbit services system concept which would rapidly industrialize the European space ecosystem, making Europe a world leader in robotized and sustainable modular infrastructures as well as reusable launchers, with additional competitive benefits for a sustainable European digital industry and sovereign cloud autonomy.

European space technology has now reached a level of maturity that makes possible a revolutionary – yet feasible – endeavour: the installation of internet data centres in orbit, in order to reduce the exponential impact of digital technology on energy consumption and on climate warming. The installation of large modular space infrastructures with robotic assembly, megawatt level space-based solar power, high throughput optical communications, low cost and reusable launchers, is now within the European space industry's capability.

The goal of the proposed study is to demonstrate that placing future data centre capacity in orbit, using solar energy outside the earth's atmosphere, will substantially lower the carbon footprint of digitalization. Space data centres could therefore become an active contributor to the EC Green Deal objective of carbon neutrality by 2050, which would justify the investment required to develop and install such a large space infrastructure system. It would also strengthen Europe's digital sovereignty and autonomy, for a sustainable and prosperous digital future.

Given the ambition and huge potential impact of this project, which would become a major European flagship program, a broad system-level feasibility and business study is necessary. For that purpose, the ASCEND consortium has brought together major players in the fields of environment analysis (Carbone 4, Vito), data centres architecture, hardware and software (Orange, CloudFerro, HPE), space systems development (Thales Alenia Space, Airbus, DLR), and access to space (ArianeGroup).

Project Information

ASCEND

Grant agreement ID: 101082517

DOI

10.3030/101082517

Start date 1 January 2023

End date 30 April 2024

Funded under

Digital, Industry and Space

Overall budget

€ 2 047 882,50

EU contribution

€ 2 047 882,00

Coordinated by

THALES ALENIA SPACE FRANCE SAS

France

Lonestar Data Holdings Inc. Successfully Completes $5m In Oversubscribed Seed Financing

NEWS PROVIDED BY
Lonestar Data Holdings Inc.
06 Mar, 2023, 06:00 ET

SHARE THIS ARTICLE

Groundbreaking start-up working to create a new data center industry from the Moon clears key financing milestones.

ST. PETERSBURG, Fla., March 6, 2023 /PRNewswire/ -- Lonestar Data Holdings Inc. announced today that it has successfully closed its $5m Seed with this financing round being oversubscribed.

The round has been led by Scout Ventures and joined by Seldor Capital, 2 Future Holding, The Veteran Fund, Irongate Capital, Atypical Ventures, and KittyHawk Ventures. Lonestar is scheduled to launch a series of data centers to the lunar surface in 2023.

"We are thrilled to have completed this successful seed round and are sincerely grateful for the support and vision of our investors," said Chris Stott, CEO of Lonestar.

Funding oversubscribed for US Start-Up, Lonestar, launching first data centers to the Moon in 2023.

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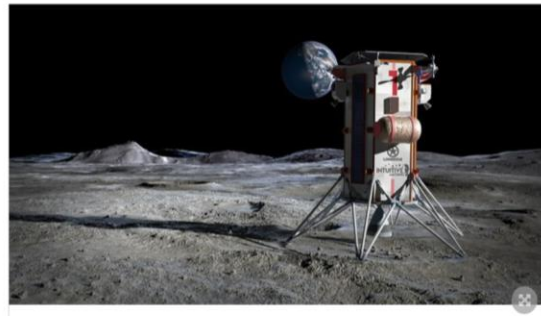
"We believe that expanding the world's economy to encompass the Moon, which happens to be the Earth's most stable satellite, is the next whitespace in the New Space Economy," says Scout Ventures' Founder and Managing Partner, Brad Harrison. "Data security and storage will be a necessary part of leading the new generation of lunar exploration."



Funding oversubscribed for Lonestar, US Start-Up putting the first data centers on the Moon in 2023.

The VC funded startup is working to revolutionize premium mission critical data services and communications from Earth's largest satellite, the Moon.

The successful closing of the company's Seed funding round is a major milestone for Lonestar and will help the team to accelerate its growth and expand its offerings to meet the needs of its clients around the world.

About Lonestar - Saving Earth's Data One Byte at a Time

Lonestar Data Holdings Inc. (Lonestar®), headquartered in St Petersburg's Maritime and Defense Technology Hub, has been founded by a proven team of experts from the Cloud and Space verticals to pioneer a future for data at the edge for all of us. www.lonestarlunar.com

May 2023: UN Secretary General: Establish a Global Digital Compact for an Open, Free, Secure Digital Future for all

TIMELINE OF THE GLOBAL DIGITAL COMPACT

2025: World Summit on the Information Society review

September 2024: Summit of the Future

Late 2023-second quarter 2024
Negotiations on the Global Digital Compact

September 2023
Presentation of the issues paper at the ministerial meeting

June-August 2023
Development of an issues paper based on the co-facilitated consultations

May 2023
Secretary-General's policy brief on a Global Digital Compact: an open, free and secure digital future for all

January-May 2023
Informal consultations with Member States and stakeholders undertaken by co-facilitators on a Global Digital Compact

February 2022
Consultations led by the President of the General Assembly

September 2021
Our Common Agenda report

September 2020
Declaration of the commemoration of the 75th anniversary of the United Nations

June 2020
Secretary-General's Road Map for Digital Cooperation

June 2019
Recommendations of the Secretary-General's High-Level Panel on Digital Cooperation

United Nations | Office of the Secretary-General's Envoy on Technology

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UN Secretary-General's Policy Brief

Online Consultations

Online Consultations run June 2022 through April 2023

Background

Following the political declaration adopted at the occasion of the United Nations' 75th anniversary in September 2020, the Secretary-General in September 2021 released his report *Our Common Agenda*. The Common Agenda proposes a Global Digital Compact to be agreed at the Summit of the Future in September 2024 through a technology track involving all stakeholders: governments, the United Nations system, the private sector (including tech companies), civil society, grass-roots organizations, academia, and individuals, including youth.

The Global Digital Compact is expected to "outline shared principles for an open, free and secure digital future for all". The Common Agenda report suggests issues that it might cover, including digital connectivity, avoiding Internet fragmentation, providing people with options as to how their data is used, application of human rights online, and promoting a trustworthy Internet by introducing accountability criteria for discrimination and misleading content. *Find out more here.*

Tampere Metaverse Vision 2040

The World’s First People Centred Metaverse Strategy


Thank
you

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